

Victor Edmond Freire Gaudiot

Software Engineer • Mobile Developer • Frontend Developer

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Education

B.S. in Computer Science - Universidade Federal de Pernambuco (UFPE), 2025.

Competitive Programming: Top40 in Latin America

Summary

Software Engineer with 5 years of experience building user-facing products across startups and large-scale environments, primarily focused on mobile and frontend development. Experienced in delivering reliable experiences within a platform serving approximately 40M users daily, driving a 17% increase in the paying user base through experimentation, and reducing Server-Driven UI development time by 66% with AI-assisted tooling. Combines strong technical execution with product thinking, ownership, and cross-functional collaboration. Remote-friendly.

Work Experience

Software Engineer - Uber (Mar, 2025 - Present)

- Built and shipped identity verification experiences in Swift for a platform supporting approximately 40M daily users across Uber products, collaborating with backend and product teams to deliver secure and reliable mobile journeys.
- Developed dynamic mobile screens using Server-Driven UI and built an MCP-enabled AI agent that analyzes Figma designs, identifies reusable framework components, and retrieves implementation references from the codebase, reducing screen development time by 66%.
- Identified excessive friction in an underperforming verification journey and helped design a streamlined, risk-aware experience, monitoring the rollout through Grafana and bringing completion rates back within the expected range.
- Co-designed and implemented a modular, backend-configurable identity verification framework across Swift and Golang, using operational data to define an incremental rollout strategy that reduced average bug mitigation and resolution time by 15%.
- Implemented an identity verification experience using driver's licenses stored in Apple Wallet, collaborating with product managers and Apple to meet platform requirements and design guidelines; the final implementation passed Apple's review.

Software Engineer - Rei do Pitaco (Jun, 2024 - Mar, 2025)

- Led a time-critical regulatory project, coordinating engineers and stakeholders to secure the company's Brazilian operating license and avoid operational suspension and a potential \$6M reapplication cost.
- Clarified ambiguous legal and product requirements, separated mandatory deliverables from optional scope, and organized the implementation into prioritized milestones and parallel workstreams to ensure on-time delivery with sufficient time for testing and bug fixing.

- Identified and implemented an opportunity to present content more dynamically, validating the solution through an A/B test that increased the paying user base by 21%.
- Built mobile and web experiences using Flutter, React, TypeScript, and gRPC, including Server-Driven UI screens that enabled faster product iteration through backend-controlled content and configurations.

Software Engineer - Elife Monitor (Jul, 2022 - Jun, 2024)

- Co-led the migration of a chatbot platform from rigid decision-tree flows to an LLM-powered conversational architecture, using the OpenAI API and partner-provided data to deliver more natural and direct user interactions.
- Contributed directly to the architecture, implementation, rollout, and production support of the new system, investigating bugs and improving reliability throughout the migration.
- Designed and evaluated an A/B test that validated the new conversational experience, resulting in a 12.5% improvement in NPS and a 10% increase in completion rate.
- Built and maintained backend services using Node.js, TypeScript, MongoDB, Docker, REST APIs, and Git, with Jest unit tests and CI-enforced coverage requirements to ensure code quality.
- Worked in a Scrum environment, contributing to sprint planning, task estimation, prioritization, and iterative delivery of product improvements.

Projects

Fonli — AI-Powered Language Learning App

Fonli is a full-stack, AI-powered language learning app built with Flutter, Golang, and REST APIs, and published on both the App Store and Google Play. Using the OpenAI API, it generates personalized exercises based on each user's daily life, interests, and profession while prioritizing practical vocabulary for real-world communication. I designed and implemented the mobile experience, backend services, authentication, observability, analytics, and cloud infrastructure.

MovieNight — Personalized Movie Discovery App

MovieNight is a Flutter mobile app published on Google Play that helps users organize and prioritize movie recommendations from friends, family, and social media. It integrates with the TMDB API to retrieve movie metadata, including titles, descriptions, posters, genres, and ratings. I implemented custom filtering and a relative rating normalization system that recalibrates scores against the highest-rated titles in the catalog, helping users quickly identify the best recommendations within each category.

Skills

Tech-skills:

Swift (iOS), Flutter, React, JavaScript, TypeScript, Server-Driven UI, Node.js, Golang, REST APIs, gRPC, OpenAI API, PostgreSQL, MongoDB, Firebase, AWS, Docker, Nginx, Grafana, Git, GitHub, CI/CD, Unit Testing, Observability, A/B Testing, System Design, Scrum, Kanban.

Soft-skills:

Product Thinking, Ownership, Proactivity, Problem Solving, Technical Leadership, Team Collaboration, Stakeholder Management, Clear Communication, Continuous Learning, English (Fluent), Portuguese (Native), French and Italian (Intermediate).